EA SPORTS™

F1 CHAMPIONSHIP SEASON 2000

Formula 1

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

PIRACY

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See back page of this manual for Customer Service Numbers.

SLES-50017

1-2 Player (s) • Memory Card (8MB) (for PlayStation®2) : 156KB • Multitap (for PlayStation®2) adaptable: 1 - 4 Players • Analog Control Compatible: analog sticks only • Vibration Function Compatible

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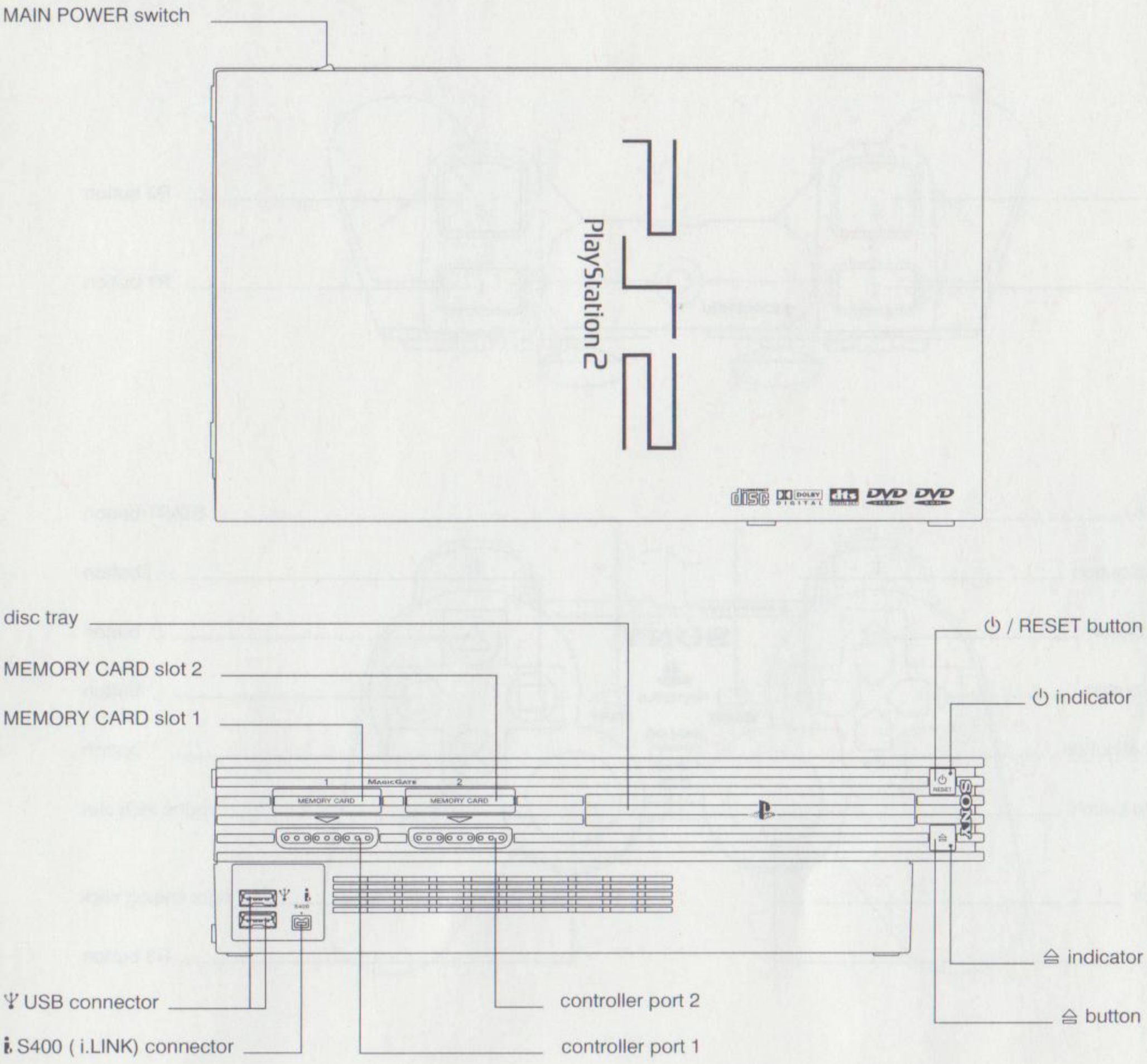
STARTING THE GAME



It is advised that you do not insert or remove accessories or memory cards (8MB) (for PlayStation®2) once the power is turned on. Make sure you have enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.

1. Set up your PlayStation® 2 computer entertainment system according to the instructions in its Instruction Manual.
2. Insert the game controllers and turn ON the PlayStation® 2 console.
3. Insert the *F1 CHAMPIONSHIP Season 2000.* disc and close the Disc tray.
4. After the intro sequence, the game loads and the Language Select screen appears, followed by the Autosave screen (see the *Saving and Loading* section on p.18).

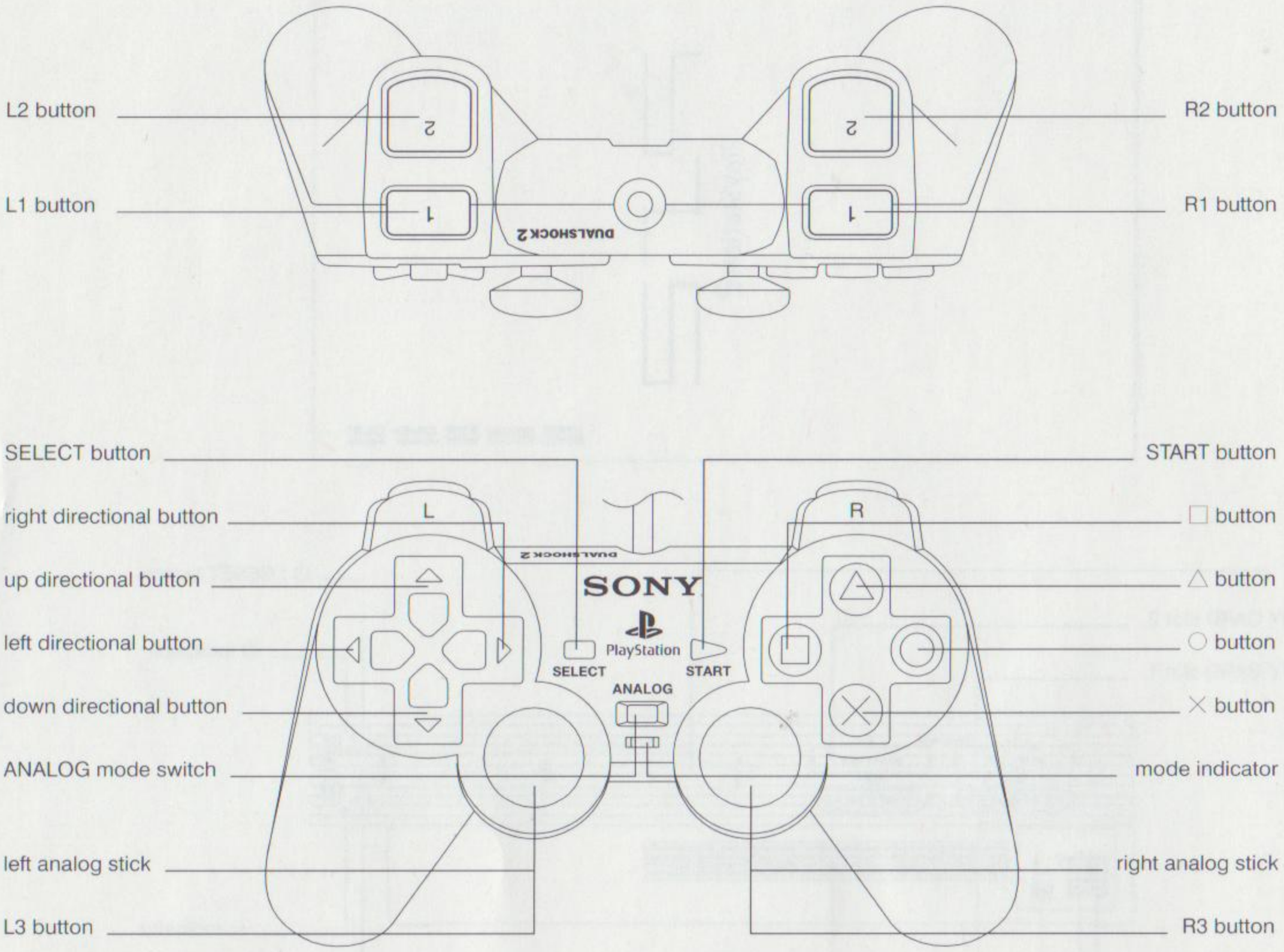
   Note: The memory card (8MB) (for PlayStation® 2) is only supported in MEMORY CARD slot 1.

   Note: Please ensure that the memory card (8MB) (for PlayStation® 2) is inserted before boot-up, as it will not be possible to save or load your saved games if it is inserted afterwards.

   Note: Data is auto-loaded upon boot-up when F1 CHAMPIONSHIP Season 2000 data is present on the memory card (8MB) (for PlayStation® 2) in MEMORY CARD slot 1.

   Note: F1 CHAMPIONSHIP Season 2000 does not support the Digital Controller (SCPH-1080E).

COMMAND REFERENCE



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BASIC COMMAND SUMMARY

Menu Controls

ACTION	CONTROL
Select highlighted option	× button
Move between options	Directional button **LEFT/RIGHT/UP/DOWN**
Return to previous screen	▲ button
Help	■ button

Driving Controls

ACTION	CONTROL
Steer	Directional button / Left stick **LEFT/RIGHT**
Accelerate	× button / Right stick **UP**
Brake	■ button / Right stick **DOWN**
Reverse	● button
Instant Replay	▲ button
Rear View	L1 button
Pause Game	**START** button

Note: For more detailed driving controls, see the Complete Driving Controls section on p.5.

QUICK START

1. At the Language Select screen, use the Directional button to highlight your preferred language and press the × button to select.
2. At the Autosave screen, select ENABLE AUTOSAVE or DISABLE AUTOSAVE (see the *Saving & Loading* section on p.18). If you select DISABLE AUTOSAVE, confirm your choice at the prompt.

   Note: If you do not have a Memory Card (8MB) (for PlayStation® 2) inserted in MEMORY CARD slot 1, a prompt appears asking you to insert a Memory Card (8MB) (for PlayStation® 2) if you wish to save your progress and settings.

   Note: Previously saved data is autoloaded from boot-up.

3. At the Main Menu screen, press the × button to select **RACE NOW**.
4. At the Driver Select screen, Directional button **UP/DOWN** to scroll through the available drivers and press the × button to select.
5. At the Circuit Select screen, Directional button **LEFT/RIGHT** to scroll through the available circuits and press the × button to select. The game loads and the race begins.

Note: More circuits become available the more you play. Each circuit records your best position and the number of Championship points you've earned. It also counts every race that you've started. Every circuit that is unavailable when you start a game has a 'total required' value. When your 'total' value of race starts and World Championship points equals or exceeds that value, the circuit is unlocked.

On the Track

Complete Driving Controls

ACTION	CONTROL
Steer	Directional button / Left stick **LEFT/RIGHT**
Accelerate	× button / Right stick **UP**
Brake	■ button/ Right stick **DOWN**
Reverse (in Auto mode)	● button

Note: In Semi-Auto mode, the I button only selects reverse gear.

Instant Replay	▲ button
Rear View	L1 button
Toggle camera angles	R1 button
Shift down (SEMI – AUTO transmission only)	L2 button
Shift up (SEMI - AUTO transmission only)	R2 button
Pause Game	**START** button
Toggle between game /on-board / TV cameras	**SELECT** button

Note: The controls featured here are the default controls only. For information on how to change your controller configuration, see the *Controllers* section on p.8.

The Game Screen

Position Indicator

Lap counter

TV Panel – this shows race info such as your current position and split times.

Gear Indicator with rev count indicator (change gear when the fourth counter lights up - if Transmission is set to SEMI-AUTO).

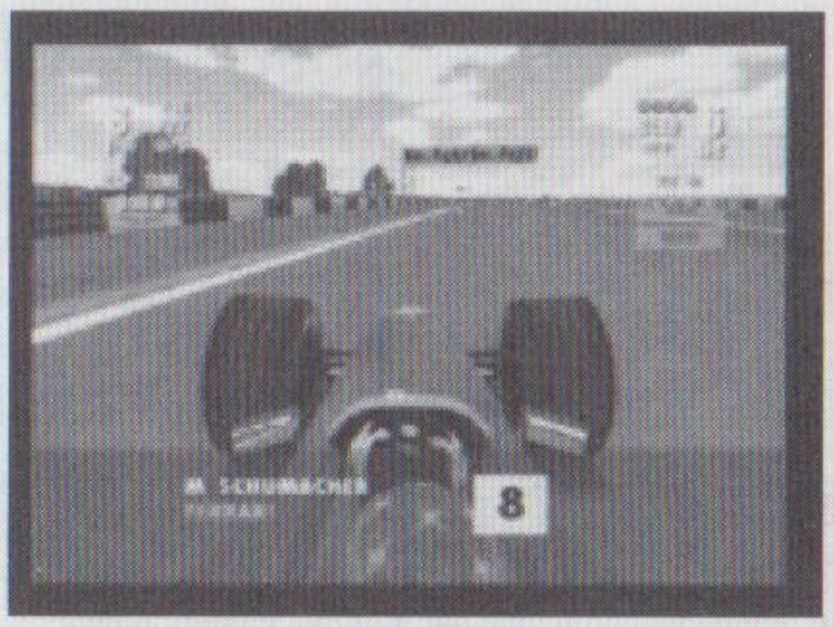
Speedometer

Screen Displays

There are three settings for Screen Displays: OFF, **MINIMUM** and FULL. You can select the level of detail from the Options screen (see p.8) or from the *In-Game Options menu* (see p.7).

OFF: No details are displayed on-screen

MINIMUM: *The Lap Counter, Speedometer, Gear Indicator and your position are all displayed on screen.*



FULL: The Lap Counter, Lap Time, Speedometer, Gear Indicator and Current Position are all displayed, along with Warning lights for PIT IN (lights up when you're scheduled to pit), FUEL (lights up if you're low on fuel) and MECH (lights up in the event of mechanical problems occurring).

Instant Replays

Press the ▲ button at any time during a race to view an instant replay of the last few seconds of action. Press the × button to return to the race.

Pause Menu

Press the START button at any time during play to pause the game. The Pause menu gives you the following options:

CONTINUE: Press the × button to return to the current race or stage.

RETIRE FROM SESSION: End the current session. For Grand Prix weekend or Championship events, select this option to proceed to the next session screen. For Race Now events, this option takes you to the Classification screen.

IN-GAME OPTIONS: Access the In-Game Options menu to adjust settings for *Assists, Sound and Display* (see p.7).

QUIT EVENT: Quit the current Race or Grand Prix weekend.

In-game Options

Assists

ASSISTS: Turn Assists **ON**/OFF. When ON, the computer assists with player controlled steering and braking.

GEARS: Switch between **AUTO** and SEMI-AUTO Transmission. When set to SEMI-AUTO, you are required to change gears manually (see the *Complete Driving Controls* section on p.5).

CORNER ARROWS: Turn Corner Arrows **ON**/OFF. When ON, you will see arrows warning you of approaching corners.

Note: Corner Arrows will default to **OFF** in Single Grand Prix, Custom Championship and Full Championship Game Modes.

Sound

Use the sliders to adjust volume levels for Commentary and Effects (e.g. engine noise).

- Directional button **UP**/**DOWN** to move between the Sound options and Directional button **LEFT**/**RIGHT** to adjust the selected option.

Display

TV PANELS: Toggle **ON**/OFF. TV Panels display up to the minute race information such as your current position and split times.

SCREEN DISPLAYS: Toggle between OFF, **MINIMUM** and FULL. See the *Screen Displays* section on p.6.

CIRCUIT MAP: Toggle ON/**OFF**. When ON, a small map of the circuit appears on-screen, showing your progress around the track.

SCREEN FORMAT: Toggle between **NORMAL** and WIDE. Select WIDE if you are playing *F1 CHAMPIONSHIP Season 2000* through a widescreen TV.

SPEED: Toggle the Speedometer display between **MPH** and KPH.

After the Race

After each Race or Qualifying Session, the Classification screen appears. This displays full final standings for the Race or Qualfying Session.

- When you've finished viewing the Classifications, press the × button to proceed.
- In Race Now mode, a pop-up appears asking you if you wish to race again. Select YES to restart the race or **NO** to return to the Circuit Select screen.

Setting Up The Game

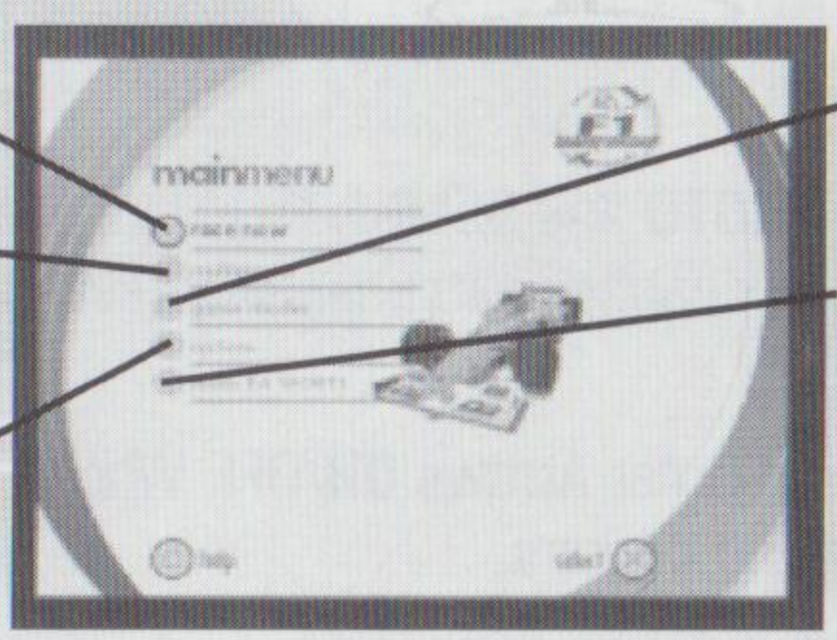
The Main Menu

From the Main Menu screen, you can begin a single race, set up a Multiplayer game, access the Game Modes screen or adjust various Controller, Audio / Visual and Language options.

Select this option to set up a single race event (see the Quick Start section on p.4).

Select this option to set up a Multiplayer game in either Split Screen mode or Time Challenge mode (see the Multiplayer section on p.17).

Access the Options screen (see the Options Screen section on p.8) to adjust various Controller, Audio / Visual and Language settings.



Access the Game Modes screen to set up a Single Grand Prix, Custom Championship or Full Championship game (see the Game Modes Screen section on p.10).

Select this option to view details of other forthcoming titles from EA SPORTS™ or the credits for F1 CHAMPIONSHIP Season 2000.

Options Screen

Select OPTIONS from the Main Menu screen to adjust various game settings.

Controllers

Select CONTROLLERS from the Options screen to change your controller configuration to one of 3 available preset configurations.

- If two or more controllers are connected, select the player whose controller you wish to configure.
- Directional button **LEFT/RIGHT** to cycle through the available controller configurations. Press the × button to select a configuration and access the Vibration Setting pop-up. At the pop-up, Directional button **UP/DOWN** to highlight **VIBRATION ON** or VIBRATION OFF, and press the × button to select.

Audio / Visual

Change various audio and visual settings to suit your preferences.

SOUND: Select this option to access the Sound screen. Set the game's Sound between **MONO** and STEREO, optimise Speaker Setup for **TV** or HI-FI, and use the sliders to set the volume levels for Music, Effects and Commentary.

SCREEN ALIGNMENT: Select this option to position the screen on your television. Use the Directional button to move the screen and press the × button to return to the Audio / Visual screen (or the ▲ button to return without saving changes to Screen Alignment).

DISPLAY ADJUST: Select this option to display a visual guide for fine tuning the brightness, contrast and colour settings on your television. Follow the instructions on screen and press the × button to return to the Audio / Visual screen.

DISPLAY OPTIONS:

- SCREEN DISPLAYS: Directional button **LEFT**/**RIGHT** to set screen displays to NONE/**MINIMUM**/FULL (see the *Screen Displays* section on p.6).
- TV PANELS: Toggle **ON**/OFF. TV Panels display up to the minute race information such as your current position and split times.
- SCREEN FORMAT : Directional button **LEFT**/**RIGHT** to toggle the aspect ratio for your television between **NORMAL** and WIDE. Set to WIDE for an improved image on widescreen televisions.
- CIRCUIT MAP: Toggle ON/**OFF**. When ON, a small map of the circuit appears on-screen, showing your progress around the track.
- SPEED: Directional button **LEFT**/**RIGHT** to toggle between displaying speeds in **MPH** and KPH in the game.

Language

Change the language of in-game text and commentary.

- Directional button **UP**/**DOWN** to highlight your preferred language and press the × button to select.

Circuit Preview

The Circuit Preview gives you a chance to see the flow of the circuit. You can watch a car taking the driving line and view the braking points through the corners.

- To finish the Circuit Preview, press the × button. At the Next Session screen, use the Directional button **UP/DOWN** to highlight which session you'd like to go to and press the × button.

  Note: Electing to do a session out-of-turn means that you have opted to skip the sessions before it.

Practice

During the Practice session, you have up to an hour in which to get accustomed to the selected circuit and to make adjustments to your Car Setup (see the *Car Setup* section on p.14). Lap times are recorded throughout, allowing you to monitor your performance on the track.

You begin your Practice session in the pits. Press the × button to access the Pit Menu (see the Pit Menu section on p.14) and select START FLYING LAP or LEAVE PITS to begin.

- To finish the Practice session before the end of the full hour, press the **START** button to pause the game and select RETIRE FROM SESSION from the Pause menu. The Time Sheet screen appears. When you've finished reviewing the Time Sheet screen, press the × button. The Next Session pop-up appears. Press Directional button **UP/DOWN** to highlight the session you wish to skip to and press the × button.

Qualifying

In the Qualifying session, you have a fixed time limit (and up to twelve laps) in which to try and post the fastest lap time possible. Your best lap time determines your starting grid position for the race.

You begin the Qualifying session in the pits. Press the × button to access the Pit Menu (see the Pit Menu section on p.14) and select START FLYING LAP or LEAVE PITS to begin.

- If you have set TYRE WEAR to ON and have set the number of laps for the race to 16, HALF or FULL (see the *Event Options* section on p.10), the Choose Compound pop-up will appear at the beginning of the Qualifying session. Select a **SOFT** or HARD Tyre Type and press the × button to proceed. Your choice of tyre determines your tyre compound for the remainder of the weekend (in accordance with the rules of the sport). Use the Practice session to evaluate your Tyre choice for the weekend.

  Note: If you have not set TYRE WEAR to be ON, or you skip the qualifying session, then your tyre compound is chosen for you automatically.

  ***EA* Tip:** A **SOFT** tyre provides generally better grip but does also wear out quicker.

While in the pits, an additional option is featured: CLASSIFICATIONS. The Classification screen shows the current fastest lap times for all competing drivers, and their provisional positions on the grid.

Audio / Visual

Change various audio and visual settings to suit your preferences.

SOUND: Select this option to access the Sound screen. Set the game's Sound between **MONO** and STEREO, optimise Speaker Setup for **TV** or HI-FI, and use the sliders to set the volume levels for Music, Effects and Commentary.

SCREEN ALIGNMENT: Select this option to position the screen on your television. Use the Directional button to move the screen and press the × button to return to the Audio / Visual screen (or the ▲ button to return without saving changes to Screen Alignment).

DISPLAY ADJUST: Select this option to display a visual guide for fine tuning the brightness, contrast and colour settings on your television. Follow the instructions on screen and press the × button to return to the Audio / Visual screen.

DISPLAY OPTIONS:

- SCREEN DISPLAYS: Directional button **LEFT**/**RIGHT** to set screen displays to NONE/**MINIMUM**/FULL (see the *Screen Displays* section on p.6).
- TV PANELS: Toggle **ON**/OFF. TV Panels display up to the minute race information such as your current position and split times.
- SCREEN FORMAT : Directional button **LEFT**/**RIGHT** to toggle the aspect ratio for your television between **NORMAL** and WIDE. Set to WIDE for an improved image on widescreen televisions.
- CIRCUIT MAP: Toggle ON/**OFF**. When ON, a small map of the circuit appears on-screen, showing your progress around the track.
- SPEED: Directional button **LEFT**/**RIGHT** to toggle between displaying speeds in **MPH** and KPH in the game.

Language

Change the language of in-game text and commentary.

- Directional button **UP**/**DOWN** to highlight your preferred language and press the × button to select.

Circuit Preview

The Circuit Preview gives you a chance to see the flow of the circuit. You can watch a car taking the driving line and view the braking points through the corners.

- To finish the Circuit Preview, press the × button. At the Next Session screen, use the Directional button **UP/DOWN** to highlight which session you'd like to go to and press the × button.

  Note: Electing to do a session out-of-turn means that you have opted to skip the sessions before it.

Practice

During the Practice session, you have up to an hour in which to get accustomed to the selected circuit and to make adjustments to your Car Setup (see the *Car Setup* section on p.14). Lap times are recorded throughout, allowing you to monitor your performance on the track.

You begin your Practice session in the pits. Press the × button to access the Pit Menu (see the Pit Menu section on p.14) and select START FLYING LAP or LEAVE PITS to begin.

- To finish the Practice session before the end of the full hour, press the **START** button to pause the game and select RETIRE FROM SESSION from the Pause menu. The Time Sheet screen appears. When you've finished reviewing the Time Sheet screen, press the × button. The Next Session pop-up appears. Press Directional button **UP/DOWN** to highlight the session you wish to skip to and press the × button.

Qualifying

In the Qualifying session, you have a fixed time limit (and up to twelve laps) in which to try and post the fastest lap time possible. Your best lap time determines your starting grid position for the race.

You begin the Qualifying session in the pits. Press the × button to access the Pit Menu (see the Pit Menu section on p.14) and select START FLYING LAP or LEAVE PITS to begin.

- If you have set TYRE WEAR to ON and have set the number of laps for the race to 16, HALF or FULL (see the *Event Options* section on p.10), the Choose Compound pop-up will appear at the beginning of the Qualifying session. Select a **SOFT** or HARD Tyre Type and press the × button to proceed. Your choice of tyre determines your tyre compound for the remainder of the weekend (in accordance with the rules of the sport). Use the Practice session to evaluate your Tyre choice for the weekend.

  Note: If you have not set TYRE WEAR to be ON, or you skip the qualifying session, then your tyre compound is chosen for you automatically.

  ***EA* Tip:** A **SOFT** tyre provides generally better grip but does also wear out quicker.

While in the pits, an additional option is featured: CLASSIFICATIONS. The Classification screen shows the current fastest lap times for all competing drivers, and their provisional positions on the grid.

Note: Starting grids for the final race are not finalised until the end of the full hour (i.e. if you quit the session before then, someone may still beat your time).

Warm-Up

After the Qualifying session, you have up to an hour on the circuit to fine tune your performance and make any last minute adjustments to Car Setup (see the *Car Setup* section on p.14).

You begin your Warm-Up session in the pits. Press the × button to access the Pit Menu (see the *Pit Menu* section on p.14) and select START FLYING LAP or LEAVE PITS to begin.

Race

With the Practice, Qualifying and Warm-Up sessions behind you, it's time to prove your worth in the main event– good luck!

Fuel Strategy

If you have set the number of laps for the race to 16, HALF or FULL and have Fuel Use set to ON (see the Event Options section on p.10), you will be required to pit at least once during the race. For 16-lap races and HALF or FULL race distances, the Fuel Strategy pop-up appears automatically at the start of the race.

- Directional button **LEFT/RIGHT** to adjust when your first pit stop is scheduled for.
- Directional button **DOWN** to select the 2nd pit stop. If you currently only have one stop scheduled but you wish to add another to the schedule, Directional button **DOWN** to highlight END, then Directional button **LEFT**.

  Note: You can only schedule up to 2 pit stops per race.
- When you're happy with your Fuel Strategy for the race, press the × button to proceed.

Changing Fuel Strategy during a race

If you pull into the pits on a lap for which you don't have a pit stop scheduled, press the × button whilst in the pit lane to access the Fuel Strategy pop-up. You can then make any adjustments as necessary before returning to the race.

Pit Stops and Car Setup

Pit Stops

You can pull into the pit lane at any stage of a Single Grand Prix or Championship. As soon as you enter the pit lane, the Limiter is automatically applied and the computer takes control of the car.

Note: If Penalties are set to ON (see the *Event Options* section on p.10), your speed crossing the line is used to determine whether or not a penalty is incurred for speeding in the pit lane.

Pitting During Practice, Qualifying and Warm-Up sessions

During the Practice, Qualifying and Warm-Up sessions, you can enter the pits (or select PIT IN from the Pause menu) to take on fuel (if FUEL USE is set to ON - see the Event Options section on p.10) and to make adjustments to your Car Setup.

If you pit during the Practice or Qualifying sessions, you automatically receive about 5 laps worth of fuel. In Warm-Up, you receive enough fuel for approximately 20 laps.

- As soon as the car is stationary in the garage, press the × button to access the Pits Menu.

Pit Menu

CAR SETUP: Select this option to make adjustments to your Car Setup (see the *Car Setup* section on p.14).

START FLYING LAP: Select this option to leave the pit lane and begin your next lap with a rolling start.

LEAVE PITS: Select this option to leave the pit lane and return to the track.

CONTINUE GAME: Return to the session.

Pitting During Race Sessions

During the race itself, pulling into the pit lane allows you to amend your Fuel Strategy (see the Fuel Strategy section on p.13), change tyres, re-fuel and repair any damage to your car. Tyre changes, re-fuelling and damage repair are undertaken automatically—you just need to be ready when control of the car is returned to you on leaving pit lane.

Note: The amount of fuel you take on when you pit during the Race is determined by your Fuel Strategy (see the *Fuel Strategy* section on p.13).

If you decide to alter your Fuel Strategy, you must do so before the car becomes stationary and your pit stop begins, so that your pit crew know how much fuel to put in your car. To access the Fuel Strategy pop-up, press the × button when prompted.

Car Setup

Select CAR SETUP from the Pits Menu during a Practice, Qualifying or Warm-Up session to make adjustments to your Car Setup. Experiment with the various options to find the best Setup for each circuit.

Note: Any changes made during the Practice, Qualifying or Warm-Up sessions automatically carry through to the next stage. Note that, during the Race itself, Car Setup is unavailable.

- There are 3 different levels of Car Setup: **BASIC**, MEDIUM and ADVANCED. You can select which level you want at the *Event Options* screen (see p.10).

Basic

This is the most basic level of Car Setup, featuring the following options:

TYRES: Select one of the following Tyre types: **SOFT GROOVED**, HARD GROOVED or WETS. A soft tyre gives generally better grip than a hard tyre, but does wear out quicker (if TYRE WEAR is set to ON – see the *Event Options* section on p.10). If weather conditions are rainy, select WETS.

DOWNFORCE: Set Downforce to LOW, **MEDIUM** or HIGH. A high Downforce setting gives you improved grip, while a low setting gives you improved acceleration and a higher top speed. The effects of Downforce are most obvious at higher speeds.

GEARBOX: Set your Gearbox to SHORT, **MEDIUM** or LONG. A short setting gives you improved acceleration, while a long setting improves the car's top speed.

SUSPENSION: Set your Suspension to SOFT, **MEDIUM** or HARD. A soft setting offers generally improved grip, while a hard setting makes the vehicle more responsive.

Medium

The Medium Car Setup options are the same as the Basic options, with the following exceptions:

FRONT DOWNFORCE: Set Front Downforce to LOW, **MEDIUM** or HIGH. A higher setting helps to correct any understeer through high speed corners, while a lower setting helps to correct any oversteer through faster corners.

REAR DOWNFORCE: Set Rear Downforce to LOW, **MEDIUM** or HIGH. A higher setting helps to correct any oversteer through high speed corners, while a lower setting helps to correct any understeer through faster corners.

GEARBOX: Set your Gearbox to SHORT, SHORT-MEDIUM, **MEDIUM**, MEDIUM-LONG or LONG. A shorter setting gives you improved acceleration, while a longer setting improves the car's top straight line speed.

BRAKES: Set your brakes to SOFT, **MEDIUM** or HARD. A HARD setting makes your brakes more responsive, while a SOFT setting gives you increased control whilst braking.

RIDE HEIGHT: Set your Ride Height to LOW, **MEDIUM** or HIGH. A HIGH setting reduces the vehicle's drag, while a LOW setting improves grip.

Advanced

In addition to the options in Basic and Medium, Advanced features the following:

FRONT DOWNFORCE: Set Front Downforce to LOW, LOW-MEDIUM, **MEDIUM**, MEDIUM-HIGH or HIGH. A higher setting helps to correct any understeer through corners, while a lower setting helps to correct any oversteer through faster corners.

REAR DOWNFORCE: Set Rear Downforce to LOW, LOW-MEDIUM, **MEDIUM**, MEDIUM-HIGH or HIGH. A higher setting helps to correct any oversteer through corners, while a lower setting helps to correct any understeer through faster corners.

FRONT SUSPENSION: Set to SOFT, **MEDIUM** or HARD. A soft setting offers generally improved grip, while a hard setting makes the vehicle more responsive. This option can be used to help make small balancing adjustments to the car.

REAR SUSPENSION: Set to SOFT, **MEDIUM** or HARD. A soft setting offers generally improved grip, while a hard setting makes the vehicle more responsive. This option can be used to help make small balancing adjustments to the car.

BRAKE BIAS: Set to REAR, REAR-MEDIUM, **MEDIUM**, MEDIUM-FRONT or FRONT. This option controls the braking distribution between the front and rear of the car. A setting to the REAR helps to compensate for understeer during braking, while a setting to the FRONT helps to compensate for oversteer under braking.

FRONT RIDE HEIGHT: Set to LOW, **MEDIUM** or HIGH. A lower setting increases overall drag, but gives improved grip for your front tyres. This can be used to compensate for understeer and oversteer.

REAR RIDE HEIGHT: Set to LOW, **MEDIUM** or HIGH. A lower setting increases overall drag, but gives improved grip for your rear tyres. This can be used to compensate for understeer and oversteer.

CHAMPIONSHIP

Select FULL CHAMPIONSHIP from the Game Modes screen to take part in a full season, spanning 17 Grand Prix weekends. Select a Driver and set your Options as you would in a Single Grand Prix (see p.10) and press the × button to proceed to the Championship screen.

Championship Screen

The Championship screen appears before each stage of the Championship. From here you can review the current Driver Standings and Constructor Standings.

- Select RACE to proceed to the next stage or select LEAVE CHAMPIONSHIP to leave the current season and return to the Game Modes screen. If Autosave is ENABLED (see the *Saving and Loading* section on p.18), your progress is automatically saved, allowing you to resume your Championship at a later stage.

CUSTOM CHAMPIONSHIP

Select CUSTOM CHAMPIONSHIP from the Game Modes screen to create your own individual Championship Season. You set the number of stages and the running order of the Circuits.

To set up a Custom Championship:

1. Select a Driver and set your Options as you would in a Single Grand Prix (see p.10) and press the × button to proceed.
2. The Custom Championship screen appears. Select ADD ROUND 1. The Circuit Select screen appears.
3. Highlight the circuit you want for the first Round and press the × button. The Custom Championship screen re-appears. Select ADD ROUND 2 and repeat the process.

- To remove the last circuit from the schedule, select DELETE ROUND ■ (where ■ = the Round number).

4. When you're happy with the schedule for your Custom Championship, select CONTINUE to begin the first Round.

   Note: You can choose to include as many or as few rounds in your Championship as you wish, but you can only include each Circuit once.

MULTIPLAYER

Select Multiplayer from the Main Menu screen to set up a Multiplayer race in either Split Screen mode or Time Challenge mode.

Split Screen

To set up a Split Screen game:

1. Select SPLIT SCREEN from the Multiplayer menu.
2. Select a number of players for your race: **2 PLAYERS**, 3 PLAYERS or 4 PLAYERS.

   Note: In order to play Split screen games with 3 or 4 players, you must have a Multitap (for PlayStation® 2) inserted in Controller port 1. The controllers must be connected sequentially to Controller port 1-A, 1-B, 1-C and 1-D.
3. The Driver Select screen appears. Allow each player to select a Driver in turn. When the specified number of Drivers has been selected, the Circuit Select screen appears.
4. After Player 1 has chosen a circuit for the race, the Laps screen appears.
5. Player 1 selects the number of laps for the race: **4 LAPS**, 8 LAPS, 16 LAPS, HALF DISTANCE or FULL DISTANCE. Once the number of laps has been selected, the game loads and the race begins.

   Note: The memory card (8MB) (for PlayStation® 2) is only supported in MEMORY CARD slot 1-A if using the Multitap (for PlayStation® 2).

Time Challenge

Up to 22 players can take part in a Time Challenge game, in which Drivers compete to log the fastest lap time on any one of the 17 available circuits.

To set up a Time Challenge game:

1. Select TIME CHALLENGE from the Multiplayer menu. The Select Driver screen appears.
2. Select ADD DRIVER 1. The Driver Select screen appears. Allow Player 1 to select his / her driver and the Select Driver screen re-appears.
3. Select ADD DRIVER 2 and repeat the process until each player has selected a Driver.

- To remove the last Driver from the list, select DELETE DRIVER ■ (where ■ = the Driver number).

4. When each player has chosen a Driver, select CONTINUE. The Circuit Select screen appears.
5. Select the circuit you wish to race and the Time Challenge starts. Players take it in turn to race (single) laps. The fastest lap times are displayed at the end of each attempt.

Note: In Time Challenge mode, each player shares the same analog controller (DUALSHOCK®2), inserted in controller port 1.

SAVING AND LOADING

F1 CHAMPIONSHIP Season 2000 includes an AUTOSAVE feature that saves all of your Game Settings, your progress through Single Grand Prix, Full Championship and Custom Championship modes and Race Now data..

If you start the game with a Memory Card (8MB) (for PlayStation 2) that does not contain any previously saved games inserted in MEMORY CARD slot 1, the Autosave screen gives you the following options:

ENABLE AUTOSAVE: The game saves all of your settings and options changes and all of your progress through Single Grand Prix, Full Championship and Custom Championship modes. Memory Card (8MB) (for PlayStation® 2) requires 156KB free space for Autosave.

DISABLE AUTOSAVE: None of your progress or settings and options changes are saved. At the prompt, confirm that you wish to continue without saving your progress or changes.

Warning: To Owners Of Projection Televisions

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

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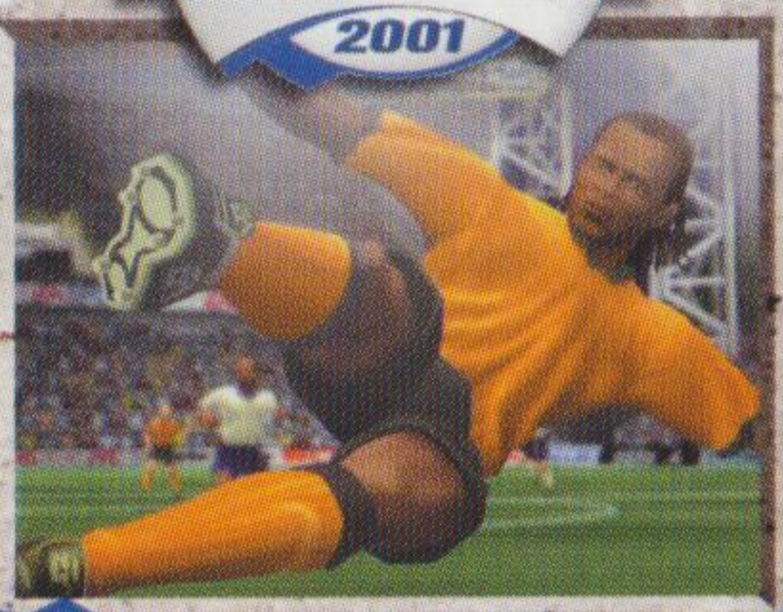

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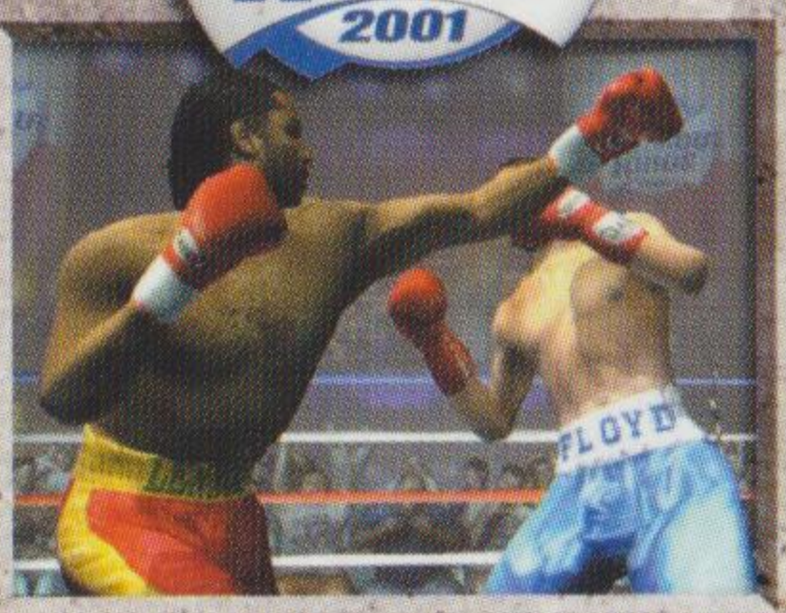

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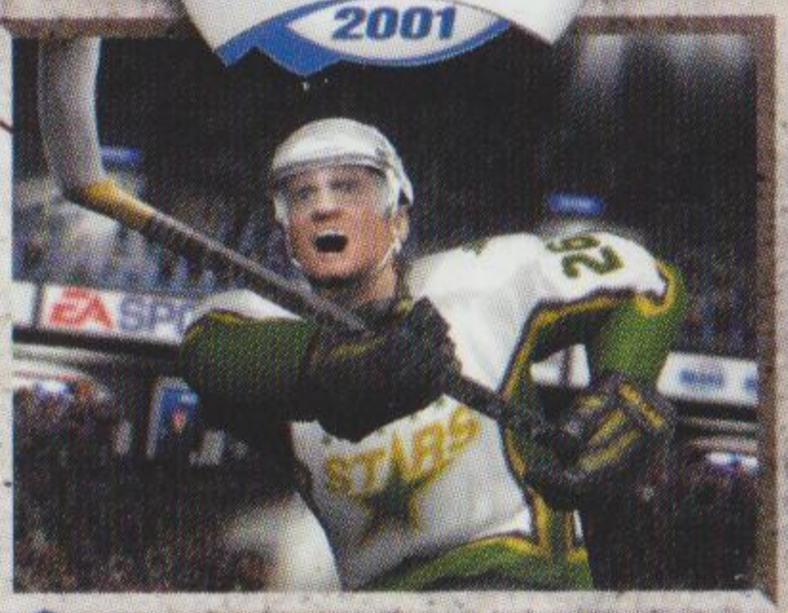

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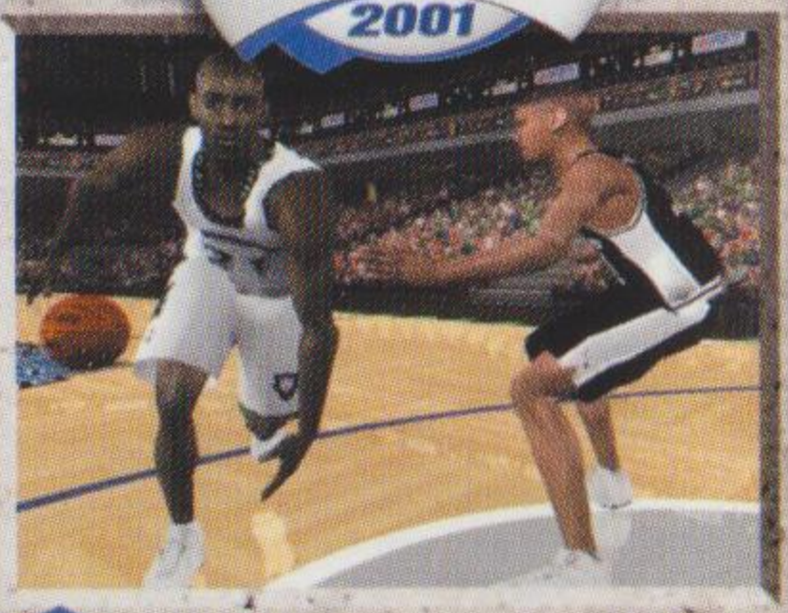

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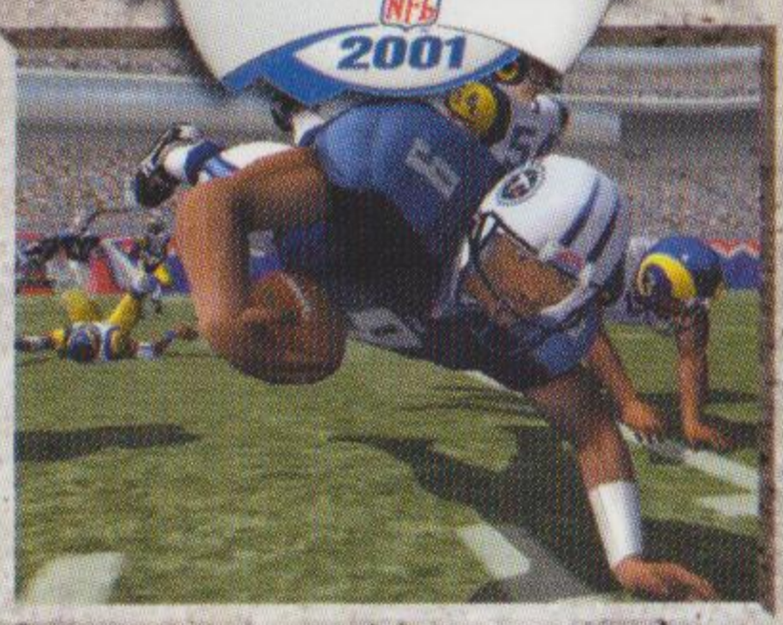

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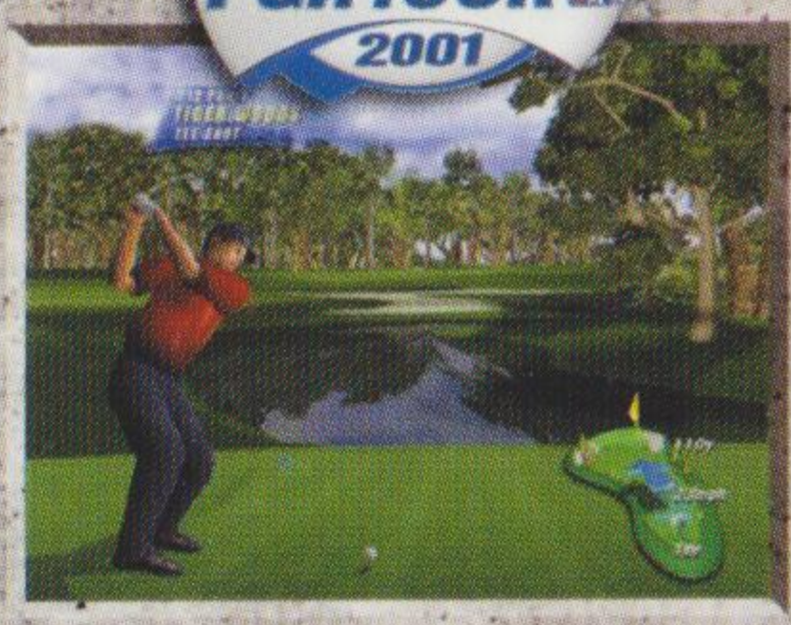

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